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TENNIS

INSTRUCTION BOOKLET

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Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Tennis Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Slam a serve, fire a blazing backhand and smash a forehand volley on your way to winning the victory cup. Play a singles match, or grab a partner for doubles and choose an opponent from five different skill levels. You control the moves in video tennis action so realistic, you'll really believe you're at center court!

Please read this instruction booklet to ensure a proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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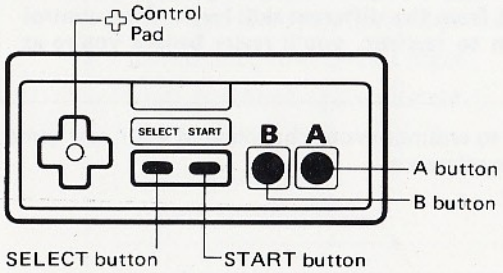
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 — For singles games and doubles games
Controller 2 — For second player in doubles games

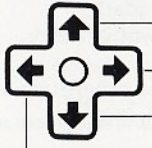
Controller 1/Controller 2



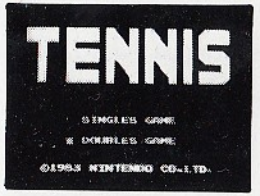
[A button]
Makes the player swing.
Also used when serving.

[B button]
Used to lob balls.

Control pad — Moves the player



Player comes up to the net.
Player moves to the right.
Player moves away from the net.
Player moves to the left.



SELECT button

Move the asterisk to the game (singles or doubles) you wish to play by pressing this button.

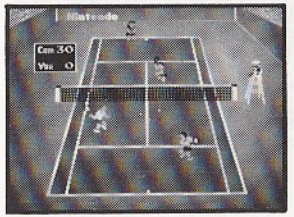
* The SELECT button will not work during play.
* Use controller 1 for 1 player (singles).
* Use controllers 1 and 2 for 2 players (doubles).

START button

Press this button to begin.

Pause:
If you wish to interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

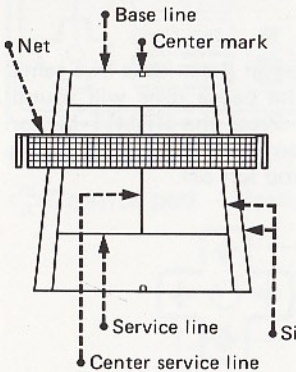
3. HOW TO PLAY

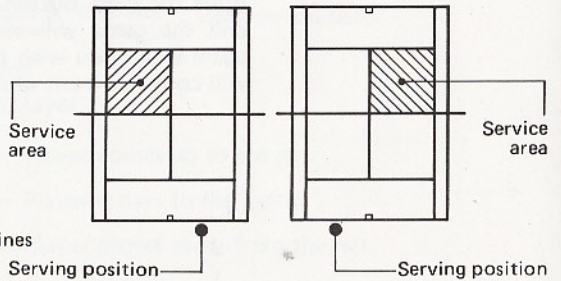


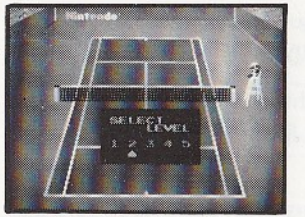
There are two tennis games that can be played against the computer:

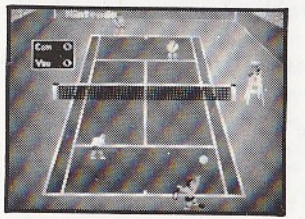
- Singles match: 1 player against the computer, or
- Doubles match: 2 players as a doubles team against a computer team.

* A match consists of 3 sets. The winner of 2 sets wins the match.
* The inner sidelines are for singles and the outer ones, for doubles.
* The service area is the shaded area in the opponent's court diagonally opposed to the serving position (see below).









1) Once singles or doubles has been selected, press the START button. A display will appear allowing you to select your opponent's skill level.
2) Select an opponent from between 1 and 5 whose skill level matches your own by pressing the ✚ control pad.

Opponent	1	2	3	4	5
Color	Light green	Pink	Light blue	Purple	Black
Skill	Beginner. . Intermediate. . Champion				

3) Press the START button again. The game will begin.

The courts

* The court nearest to you on the screen is your court. The opposite court is your opponent's (the computer's).

Serving

* The match begins your serve. Note: If you return the opponent's serve without letting the ball bounce, your opponent wins the point.

* When it is your serve, your player will automatically stand behind the base line and get ready. After the ball is tossed up, you serve by pressing the A button in-time with the dropping ball.
* There is a knack to high-speed serves, so try and find the proper timing. If your timing is not accurate, the serve will hit the net or fly past the court.

Shots

* The ✚ Control pad is used to move the player forward, backward, left and right. When the ball comes flying toward you, time its movement and use the A or B button to swing and return the ball.
* There are several shots you can use to put together an effective offensive.

Serve

Smash

Forehand

Backhand

Forehand volley

Backhand volley

Forehand lob

Backhand lob

Rules (Note that some rules differ from those of the real game.)

Points ---------- * You win the game by winning 4 points.

0 points	Love 0	2 points	Thirty.....30
1 point	Fifteen 15	3 points	Forty.....40
		4 points	Win or Advantage

Games ---------- * A tie at 40 – 40 is deuce. The next point won gives that player the advantage. Play continues until one player gets 2 points ahead and wins the game.
* The winner of 6 games wins the set.
* If the score is 6 games all, the winner is decided by a tie breaker.

Sets

* The winner of 2 out of 3 sets wins the match. If you win twice in succession, the victory cup is displayed on the screen.

TENNIS TERMINOLOGY

Fault
A serve that falls outside the service area.

Double fault
You are allowed two serves; however, if you fail on both serves, it is a double fault, and you lose the point.

Lob
This technique sends the ball up in a high arc before landing.

Tie breaker
A tie breaker is used to determine the winner of the set when the score is 6 games all. In the tie breaker game, the first player to win 7 points and be at least 2 points ahead wins.
If the score becomes 6 points all, play continues until one player is 2 points ahead.

MEMO

MEMO

MEMO

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90-DAY LIMITED WARRANTY

Mattel U.K. Limited ("Mattel") warrants to the original consumer/purchaser that this NES Game Pak ("PAK") (not including Game Pak Accessories and Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mattel will repair or replace the PAK at its option, free of charge.

To claim under this warranty you should return the product either to the shop at which it was purchased or the address below. Returns to the NES Service Department should be sent carriage prepaid and insured for loss or damage, together with your sales receipt or similar proof of purchase to;

NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS, PHONE NUMBER, SALES RECEIPT, PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

You may be charged for repairs arising from defects not covered by this guarantee (see below). This guarantee is only valid if the product was purchased in the United Kingdom or Eire.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

SERVICE AFTER EXPIRATION OF WARRANTY

If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

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To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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